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Stunt Race FX™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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Using the Controller

While playing, press L, R, START, and SELECT Buttons simultaneously to reset the game back to the title screen.

Balance Adjustment

Adjust this while in mid-air to reduce the shock of landing.

Big Wheel (Left)

Use this to turn the wheels quickly.

Steering

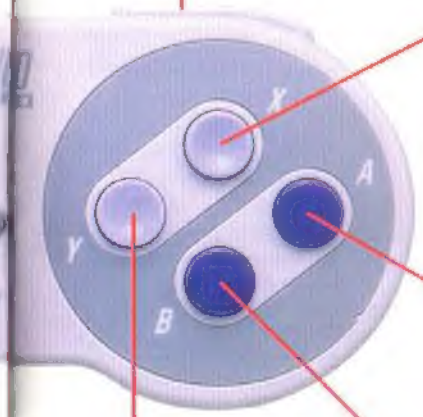
This turns the wheels slowly.

View Change

Use this to change the camera view of your car while driving. The viewpoints that you can choose from differ depending upon the game mode being played. (See Page 32.)

Big Wheel (Right)

If you press the L or R Button and ←or→ on the +Control Pad simultaneously, you can quickly turn the wheels very quickly. Pressing either button alone will turn the wheel much slower.



Jump

Jumping also honks the horn. You can avoid an attack from another car while jumping.

Brake & Reverse

Keep pressing the button to use reverse.

Boost

Use this to increase your speed temporarily.
The amount of boost that you have is limited. (See Page 21.)

Gas Pedal

This button also lets you confirm menu selections.
(Use the Y Button to cancel your selection.)

Pause

Pausing the game will also give you the option of retiring. (See Page 22.)

Starting The Game

Correctly insert the Stunt Race FX™ Game Pak into the Super NES® Control Deck and slide the power switch to the ON position. When the Title Screen appears, press the START or B Button to begin the game.

Before starting the race, you must select from the following options:

Title Screen

↓ Press either the START or B Button to confirm

GAME SELECTION Screen

Press the Y Button to cancel ↑ ↓ Press either the START or B Button to confirm

CAR SELECTION Screen

Press the Y Button to cancel ↑ ↓ Press either the START or B Button to confirm

Name Registration

↓ Press either the START or B Button to confirm

Course Selection Screen

↓ Press either the START or B Button to confirm

Let the Race Begin!

Game Selection

There are 4 Game Modes to choose from. NOTE: FREE TRAX cannot be selected at first. (See Page 15.)

SPEED TRAX

Challenge the four courses and try to get the best combined time. (The top three time records will be saved.)

STUNT TRAX

Run the course, passing as many check points as possible. (The top three time records will be saved.)

BATTLE TRAX

Compete in a match race against a friend. Both players will see their own split screen displays. (No time record will be saved.)

TEST RUN & FREE TRAX

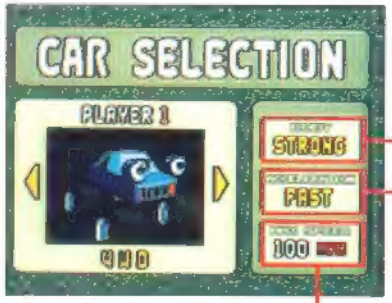
TEST RUN is the beginner's practice mode. When you clear any of the classes in SPEED TRAX, this game mode will become FREE TRAX. (The top three time records will be saved.)

For One Player

For details about each of these modes, see Pages 20 - 31.

Car Selection

After you select the Game Mode you wish to play, the CAR SELECTION Screen will appear. Your selection appears on the left side of the screen. The car's characteristics appear on the right. Select your favorite car using ← and → on the +Control Pad. Confirm your selection by pressing either the START or B Button. In BATTLE TRAX, each player must select a car. In the TEST RUN mode, 4WD is automatically selected.



MAX SPEED (Maximum Speed)

ACCELERATION (Acceleration Ability)	
SLOW	Accelerates slowly
MEDIUM	Accelerates moderately
FAST	Accelerates quickly

BODY (Crash Durability)	
WEAK	Easy to damage
MEDIUM	Not very easy to damage
STRONG	Very hard to damage

The MAX SPEED information assumes that the car is running on level ground. Each car's maximum speed will increase when you are going downhill or using the boost function.

Car Features

BODY	ACCELERATION	MAX SPEED	STEERING	TIRE GRIP
Strong	Fast	100mph	Heavy	High

4WD

For beginners

Count on me for stunt driving!

4WD has a powerful engine to balance his heavy weight. He is a monster machine with huge tires that give great grip performance. This car is best for beginning players. His MAX SPEED may be slow, but he is great in a dash start and unsurpassed for off-road driving. Undeniably, he is the best car to choose for STUNT TRAX. His steering is heavy, so be sure to turn the wheel quickly at every turn. While cornering, even if you keep pressing the L and R Buttons, 4WD hardly spins.

"Steering" indicates how fast the wheel turns.
"Tire Grip" indicates how much traction the tires have.

BODY	ACCELERATION	MAX SPEED	STEERING	TIRE GRIP
Medium	Medium	120mph	Medium	Low

COUPE For intermediate drivers

Don't think I'm only built for safe driving...

When you want more speed than 4WD, use COUPE to step-up to it. Besides the stable performance and tight steering, his Boost meter consumption is lower than the other cars. If you control well, you can save a lot of time. His tire grip is relatively low, so lightly press the L and R Buttons to drift in the corners, making sure not to let off the gas pedal too much.

"Boost" is a function for increasing the car's speed temporarily.
"Drift" is a turning technique and involves skidding the car while going through the corner.

BODY	ACCELERATION	MAX SPEED	STEERING	TIRE GRIP
Weak	Slow	140mph	Light	Medium

F-Type

For advanced players

When you're a super driver, try me out!

F-Type turns quickly and controls easily because of his strong down-force. Once he accelerates, F-Type runs very fast. When he crashes though, he suffers a lot of damage. F-Type is best used by advanced players.
There are two ways to race this car. You can chance it and try drifting with the L and R Buttons, or run safely controlling the gas pedal to match the tire grip. His body is weak, so adjust the balance of the car in mid-air using ←and →on the +Control Pad to land safely. This is a very important technique.

"Down-force" is created at high speed by the wind and holds the car to the ground.

You can select 2WD only in FREE TRAX.

BODY	ACCELERATION	MAX SPEED	STEERING	TIRE GRIP
Medium	Good	140mph	——	High

2WD

"Balance" is the key in cornering.

This is a two wheeled car that you can select only in FREE TRAX. However, when you clear SPEED TRAX MASTER class (See Page 14), you can use 2WD in SPEED TRAX, STUNT TRAX, and BATTLE TRAX.

If you press the L and R Buttons while cornering, 2WD turns by shifting his weight left and right and leaning his body. If you lose balance, it is hard to recover. If you control him well, expect to set many speed records.

TRAILER can be used only in the Bonus Game

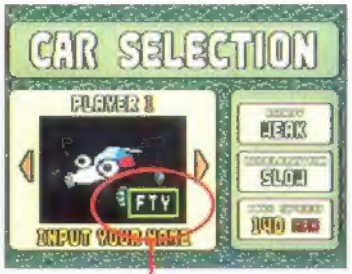
TRAILER

I can hardly wait for the race!

TRAILER is a special vehicle that you can use only in the SPEED TRAX Bonus Game (See Page 24). Because of his huge size and the flexibility of the hitch between the cab and trailer, he is very hard to drive. Because his camera angle is different from the other cars, controlling him can be confusing.

Player's Name Registration

When you select your car, a window will open on the screen and you can input your initials. The name will display with any time records you have set.



You can register your name using three characters. Use ← and → on the +Control Pad to select a character, then use ← and → to move to the next space. To confirm the registration and go to the COURSE SELECT Screen, press the START or B Button.

If you have registered your name and want to change game mode, pressing the RESET Button will not erase your entry.

Rival Car Selection

After selecting the SPEED TRAX Mode, if you press the SELECT Button on either the NAME REGISTRATION or CAR SELECTION Screen (See Page 6), the screen below will appear. You can select the three rival cars.

Press the SELECT Button...

Browse through the car models using ↑ and ↓ on the +Control Pad.

Move the frame using ← and → on the +Control Pad.

Select the car types you want with the +Control Pad. Press the SELECT Button again to return to the previous screen. This completes the set up of your game.

If you do not select your rival cars, the game will automatically choose one of each car model: Coupe, 4WD, and F-Type. When you select more than one car of a type, the colors will automatically change so that each car is colored differently.

COURSE SELECTION

Course Selection in SPEED TRAX

There are three classes in SPEED TRAX. Each class has four courses and a Bonus Game.

MASTER
MASTER Class

Course 1 → Course 2 → Bonus Game → Course 3 → Course 4

For advanced players only. This choice will not be displayed at first.

EXPERT
EXPERT Class

Course 1 → Course 2 → Bonus Game → Course 3 → Course 4

For intermediate players.

NOVICE
NOVICE Class

Course 1 → Course 2 → Bonus Game → Course 3 → Course 4

For beginning players.

At first, you can select only the NOVICE or EXPERT Classes. If you clear the EXPERT Class, you can then select the MASTER Class.

The data for the class you cleared will be saved in the Game Pak. After clearing the EXPERT Class, even if you turn the power OFF, you can select the MASTER Class when you turn the power ON again.

Use the +Control Pad to move the flashing frame on the Course Selection Screen, then press the B Button to confirm your choice. To select the MASTER Class, press ↑ on the +Control Pad to scroll the screen.

Course Selection in FREE TRAX

You cannot select FREE TRAX until you clear at least one class in SPEED TRAX.
FREE TRAX will let you play any of the 15 courses in SPEED TRAX (Four Courses x Three Classes + Three Bonus Game Courses). Once you clear a class in SPEED TRAX, you will be able to choose from any course in that class. At first you can only select NOVICE Class, but after you clear the EXPERT and MASTER Classes in SPEED TRAX, you will have those courses to choose from.

TEST RUN

Until FREE TRAX becomes available, you can select TEST RUN as a practice mode. You will race TEST RUN using 4WD. After finishing three laps, you will return to the Game Mode Selection Screen. When playing the game for the first time, it is best to select this game mode.

After selecting a course (or class), a window corresponding to that game mode will appear.

SPEED TRAX

BEST THREE TOTAL

The top three total times for each of the four courses in that class are displayed. Press → on the +Control Pad, to make the times for each course display.

STUNT TRAX

BEST THREE

The top three time records for each course are displayed.

DATA BOX

FREE TRAX

This window displays the same information that the STUNT TRAX window does.

PLAY

CANCEL

The window will disappear, and you can re-select the course you want to play. (Press the Y Button to cancel.)

BATTLE TRAX

VS

The opposing cars

What is the DATA BOX...?

This is an information box that shows the best three time records on that course.

(Press the Y Button to return to the main window.)

Are you ready?? OK!!
Let's start the race.

SPEED TRAX

SPEED TRAX is a one-player game. You must complete three laps around the course before time expires. You will compete for the best total time for the four courses of each class.
You will race against three rival cars that are controlled by the computer. Finish each race in the top to advance to the next course. After every round that you finish, the count down timer will be extended. The time that you have left after finishing the third round will carry over to the next course. (NOTE: You cannot carry over more than 100 seconds.)

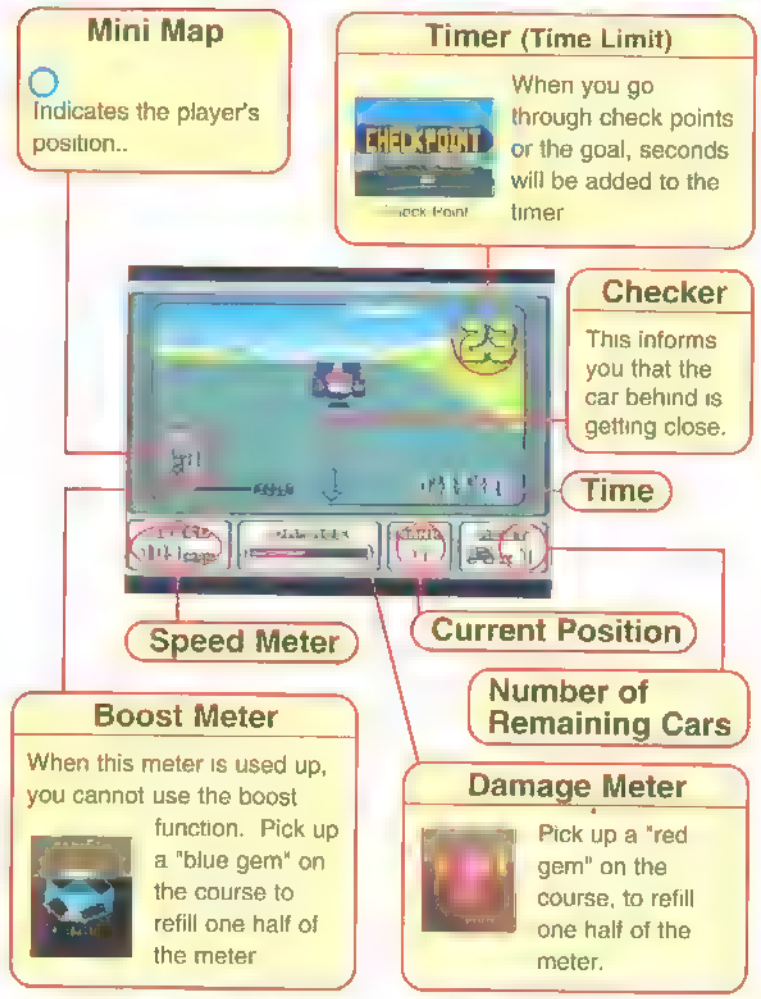
This table shows how excess time carries over, and assumes that each extended time in the second and third round is 50 seconds.

Round	Timer Display		Goal Time
1st Round	70 seconds		55 seconds
2nd Round	65 seconds	15 sec. (70-55) + 55 sec. extended time	60 seconds
3rd Round	55 seconds	5 sec. (65-60) + 50 sec. extended time	50 seconds

If the timer reaches zero, you will be disqualified from the race

You will carry **5 seconds** to the next course. (55 seconds remaining - 50 second goal time = 5 seconds.)

Screen Display



Cautions For the Game Play

Damage to the Car

During the race, when you crash into some objects, such as a wall, or another car, or become damaged by running over rough road, the Damage Meter will begin to fill When the Meter becomes full, your car will explode and you will lose one car.

Players begin with three cars.
When the Damage Meter fills, the car will begin to smoke.
However, this does not affect the car's performance.
When you advance to the next course, your Damage Meter will return to zero.

Retire

During the race you can retire if you want. Press the START Button to display the window pictured to the right. Select YES or NO, then press the START or B Button again. Retiring will cause you to lose one car

Disqualification and Game Over

When one of the following events happen, the player is disqualified

1. The timer reaches zero.
2. The player fails to finish in the top three
3. The car explodes because of too much damage.
4. The car runs off the course and falls into the sea.

When you are disqualified, if you have a car left, you will restart at the beginning of the course. If you had time carried over from the previous course, it will be awarded again when you restart. When your last car is disqualified, the game is over. Your record will be displayed and you will return to the Game Mode Selection Screen. You must then restart from the first course.

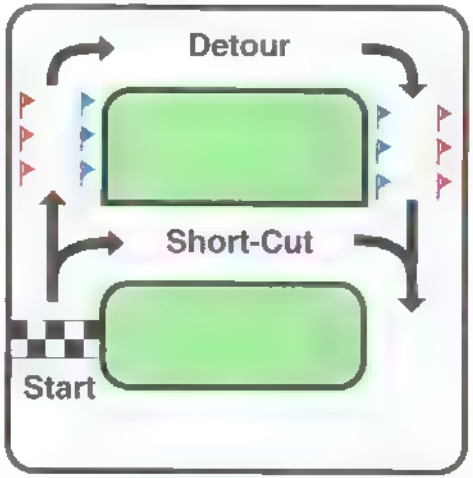
Best Time Record

The best three combined times for the four courses in each class will be saved. If you rank in the top three, your rank will be displayed after the Result Screen.

Bonus Game

When you clear the second course in each class, you will play the Bonus Game. In the Bonus Game, you get to drive the TRAILER
Depending on your score in the Bonus Game, you might earn an extra car or time to carry over to the third course

The course is designed as shown in the picture below. The player can run either of the two routes, "Short-Cut" or "Detour", and must finish within the time limit



*When you pass between a red flag and a blue flag, the flags fall down

If you select the Detour, you can knock down the flags while driving the road. Extra time will be added for every flag you knock down. When you select the "Short-Cut", you will rarely knock down the flags However, it should be easy to complete several laps Each lap you do complete will increase the remaining number of cars that you have.

Knock down a flag = Extra time
Complete one lap = One Extra car

If you select "SKIP" on the Course Selection Screen window, you will bypass the Bonus Course and go directly to the third course

STUNT TRAX

This is a one-player game Try to go through as many check points as possible

Basic Course Design

Each course consists of four areas. Once you enter an area, the gate will close and you cannot go back to the previous area.
There are 40 stars (☆) on the course. Try to collect as many stars (☆) as possible and reach the goal within the time limit.
You will receive extra time for each star (☆) you collect in an area.
Extra time will be added to the timer when you enter the next area.

There are four courses and a special course. Select your course using the + Control Pad on the Course Selection Screen.

There is no limit to the number of cars that you can use. After each course, you can select from three options, TRY AGAIN, CHANGE COURSE, or CHANGE CAR

The best three ranks are determined by the number of stars ☆ collected. In the case of a tie, the record with the most time left on the timer will be ranked higher

Special Course

If you can reach the goal in all four of the courses, you can challenge the special course. You will control the car from the view point of a radio controlled car. The object of the special course is to destroy three cars on the course by hitting them with your car. Only one best time record will be saved for the Special Course.

The timer will count until you destroy three cars

BATTLE TRAX

You compete against both the clock and your opponent simultaneously in a one-on-one match race. The winner is the first driver to reach the finish line after three laps. If your opponent explodes or retires, you automatically win.

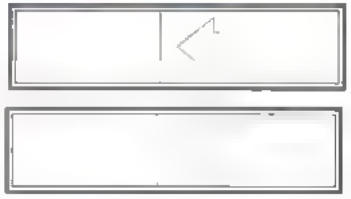
Player 1's Screen

(Controller 1)

Player 2's Screen

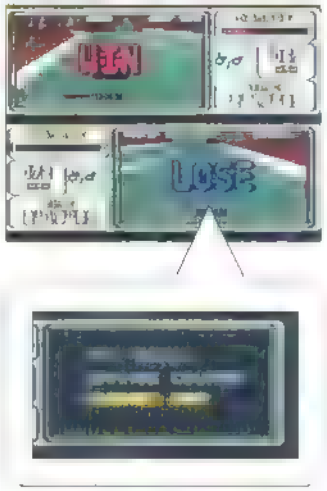
(Controller 2)

In BATTLE TRAX, there are no "gems" on the course that repair damage or refill the Boost Meter. Instead, the Boost meter will recover automatically However, the car in first place will recover its meter more slowly than the car in second



The Boost meter recovers gradually.

If you cross the finish line first, your screen will display WIN Your opponent's screen will read LOSE and then will display the Select Screen, where he or she can choose to TRY AGAIN, CHANGE COURSE or CHANGE CAR.



If the losing driver selects the CHANGE CAR option, your screen will display both your car and your opponent s and you will both be able to select cars again

Select the car model using the ← and → on the +Control Pad, then press the START or B Button to confirm.

FREE TRAX

In FREE TRAX, you will try to complete three laps as fast as possible. There is no time limit that you must finish within or number of cars that you may crash. You will need to select TRY AGAIN, CHANGE COURSE, or CHANGE CAR every time you play FREE TRAX.

You cannot run this course until you clear at least one class in SPEED TRAX.

In the Bonus Course, complete as many laps as you can within ten minutes trying to do each one in the least amount of time. When you are ready to stop, use the START Button to retire.

If you finish within the best three times for each course, your record will be saved in the window on the Course Selection Screen. (For the Bonus Course, only the best record will be saved.) The top three records by car model will also be saved in the Data Box.

The record will be saved by the battery backed memory built into the Game Pak. Even if the power is turned OFF, the saved record will not be erased.

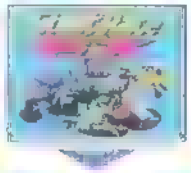
The lap time will be displayed following each lap. The top line shows the best time recorded. The bottom line shows the current lap time.

Deleting Saved Data

If you want to delete all the records in the Game Pak, use Controller 1 and enter the following controller key command while on the Title Screen: ↑ ← ↓ → X, Y, B and A.
A window will appear to confirm that you want to delete the memory. If you select "YES" twice, all saved data will be cleared from the Game Pak's memory.

Title Screen

↑ ← ↓ → X, Y, B, A



CLEAR ALL RECORDS?

Select YES and press the B Button to confirm

ARE YOU SURE?

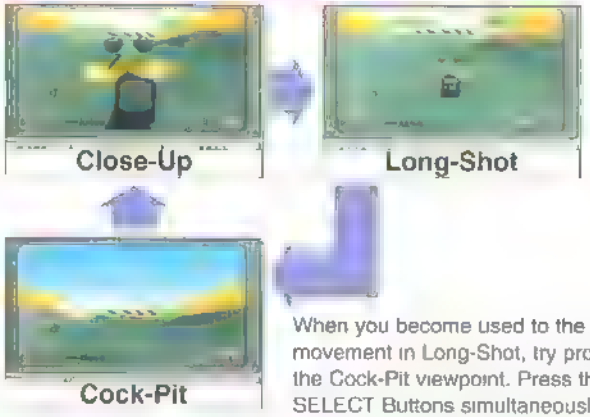
Select YES and press the B button to confirm

CLEARING SAVED DATA

Changing Views

While driving, you can change the camera angle (viewpoint) by pressing the SELECT Button. This allows you to enjoy the realistic game play from your favorite viewpoint

SPEED TRAX & FREE TRAX

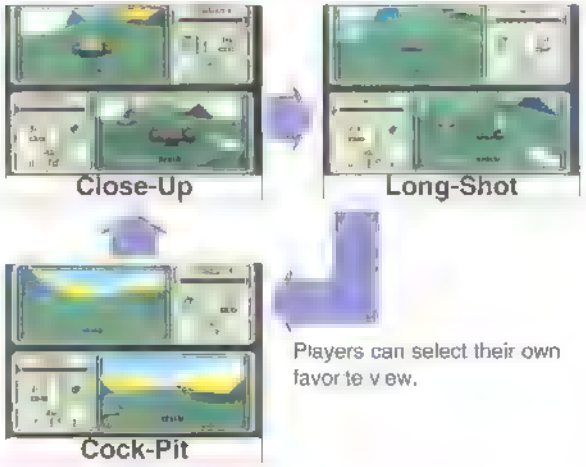


When you become used to the car movement in Long-Shot, try progressing to the Cock-Pit viewpoint. Press the L, R and SELECT Buttons simultaneously to see even more viewpoints.

SPEED TRAX BONUS GAME

This camera angle is from above and to the right

BATTLE TRAX



Players can select their own favorite view.

STUNT TRAX

STUNT TRAX SPECIAL COURSE

SPEED TRAX: NOVICE CLASS

EASY RIDE

This is the simplest course there is. Learn the timing needed to reduce your speed enough to make the curves on this course.

AQUA TUNNEL

Two thirds of this course is raced in tunnels. It is a relatively easy to course to run, but be careful when on the half-tube curve in the beginning.

SUNSET VALLEY

It's a mountainous course with tunnels and many ups and downs. Watch for falling rocks and be careful not to hit the wild animals crossing the road.

NIGHT OWL

This long circuit has a multi-level crossing. The most difficult part of this track is the hairpin curve at the end of the slope. Do not take your eyes off the track while driving through this beautiful night scene.

SPEED TRAX: EXPERT CLASS

KING'S FOREST

This difficult course in the woods has many combinations of curves. You need know advanced driving techniques to handle each of the different challenges.

SEA BREEZE

This course on the sea has many curves. Take care in the two half-pipe corners. If you fall into the sea, you will lose!

WHITE LAND

It's easy to slide while driving on the snow. The course is rugged but fairly straight. If you drive at high speed, you just may run into trouble!!!

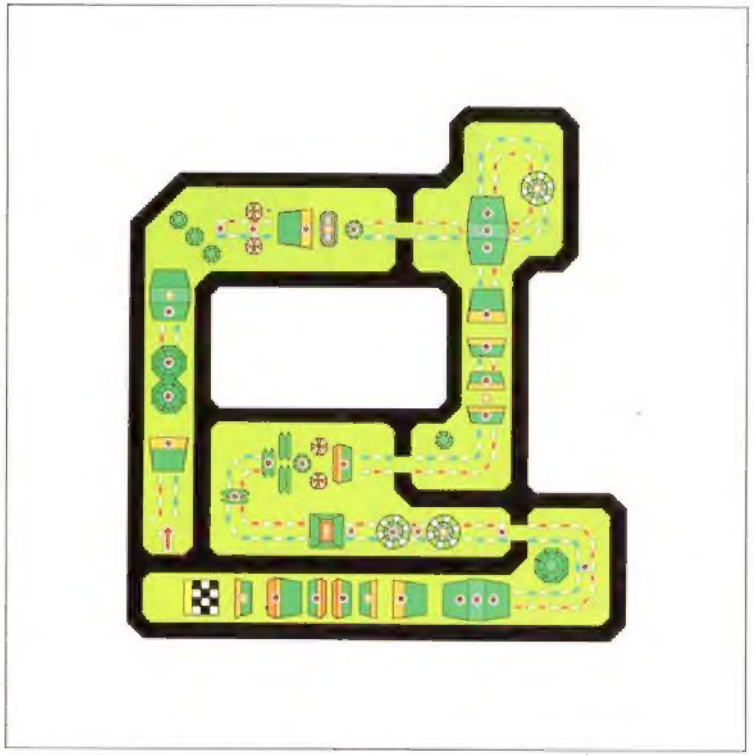
NIGHT CRUISE

This course has many 90° corners. Advanced cornering techniques will make a big difference in your time.

ROCK FIELD

Many stars (E) can be found all over the course. The ups and downs of the obstacles are not too intense. This is the best course to become used to playing STUNT TRAX on. Do not constantly press the gas pedal. Controlling speed through the ups and downs is the key to this course.

UP'N DOWN

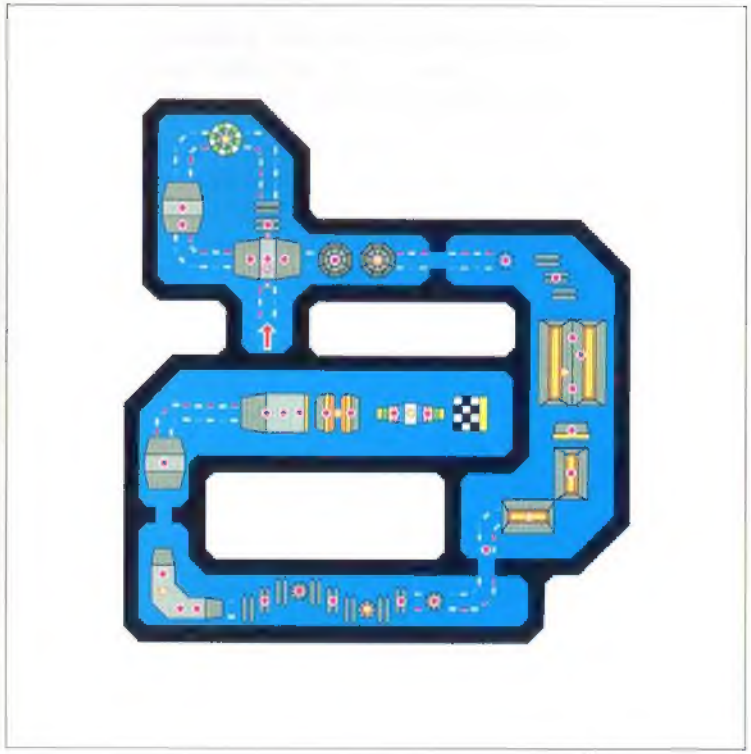


Whether you get the stars (☆) in the air while jumping will make a big difference on your time record for this course. Accelerate on the approach run or use the Boost. Otherwise, you may fall short of the next jump stand.

ICE DANCE

This road is icy and very slippery. To keep your speed up, avoid turning the wheel suddenly. There is a variety of obstacles on the course. Try to memorize the course layout to collect the most stars (☆).

BLUE LAKE



This course features abrupt ups and downs. This is a highly technical course and the stars (☆) are hard to collect. You need to use advanced driving techniques, such as pushing the gas pedal gradually and cornering carefully to excel here. Also, using the X Button to jump with correct timing is a key in this course.

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